# **Ubi Soft** INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING** - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING** - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



### **EVERYONE**

Visit www.esrb.org or call 1-800-771-3772 for rating information.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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# Congratulations!

You have purchased the world's most popular chess program, now available on the Game Boy® Advance system. Play at whatever levels you like, while keeping in mind that it's best to challenge yourself to your maximum potential.

Be ready to combine your strength with Chessmaster's teaching power!

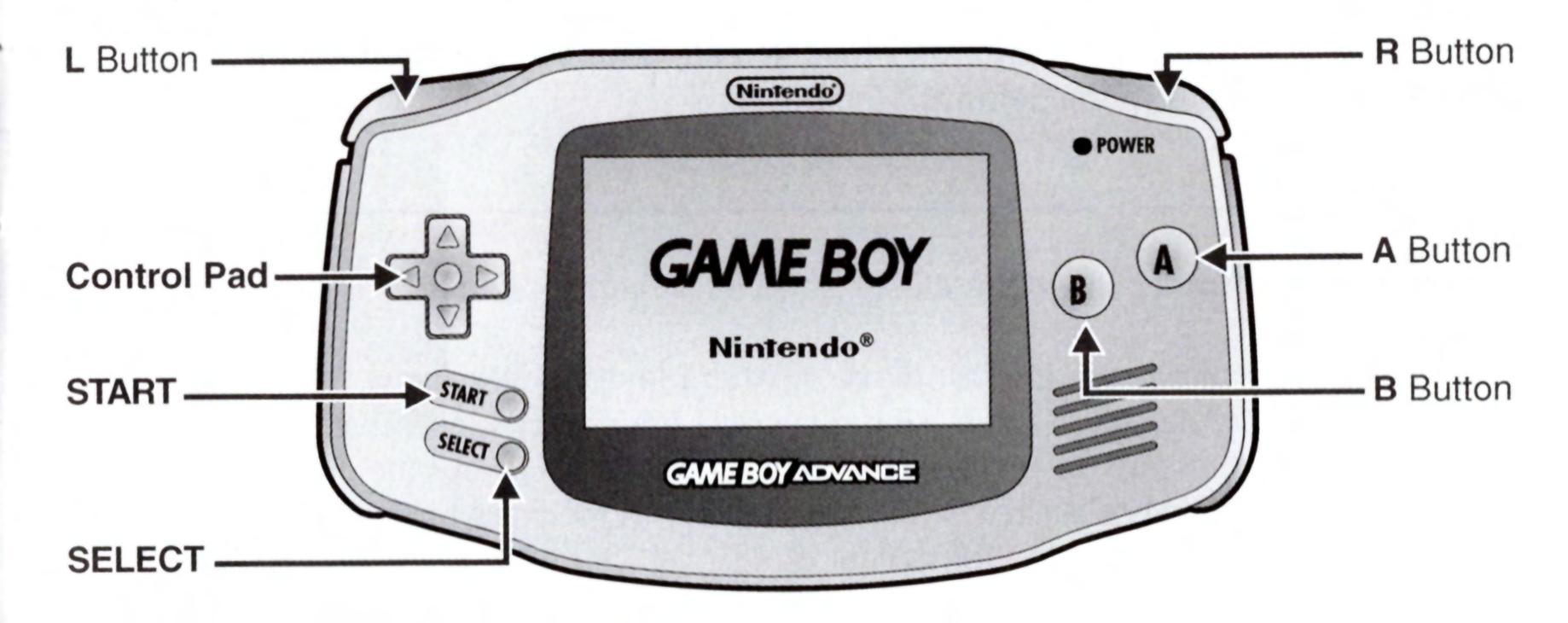


# BASIC OPERATION



The one easy rule regarding controls in Chessmaster® for the Game Boy® Advance system is that the A Button will do a "positive" action while the B Button will do a "negative" action.

A Button actions: validate a selection, go to next page, pick up the piece under the cursor hand, etc. B Button actions: cancel selection, return to previous page, return the piece held, etc.



### IN MENUS



Left/Right arrows cycle through Up/Down arrows select next/previous item

**R** Button

scrolls forward 10 famous games

**L** Button

scrolls backward 10 famous games

A Button

confirms selection

**B** Button

returns to previous page (if available)

**START** 

from the Chessmaster logo screen, jumps to the main menu

**SELECT** 

goes to the Settings Menu

# IN GAME



arrows move the cursor hand over the chessboard

R Button

takes back the last move of each player successively

**L** Button

replays last taken back move of each player successively

A Button

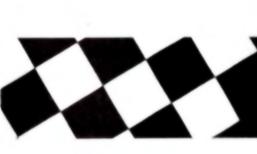
picks up the piece under the cursor hand and drops the piece already held if a piece is already picked up, it returns the piece back to its initial position

**B** Button

goes to the Action menu

START SELECT

goes to the Setting menu



# PLAYING A GAME

### STARTING THE GAME

Insert the Game Pak into the Game Boy Advance system and turn on the power. In the main menu page, select with the Control Pad (up and down arrows) Standard Game, Handicap Game or Setup Board Game, and confirm the selection pressing the A Button.

### GAME MODES

# **Standard Game Mode**

◆ a chess game beginning with the standard position

# STANDARD GAME Handicap Game **Board Setup Game Load Game** Link Multiplayer Chess Tutor

# Handicap Game Mode

 a chess game where the player may remove any piece before the game starts

# **Setup Board Game Mode**

◆ a chess game where the player may set the pieces before the game starts

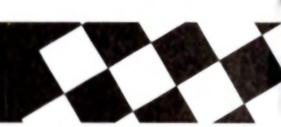
### **HOW TO PLAY**

# To move a piece:

- ◆ move the hand cursor over the piece with the Control Pad
- press the A Button to pick up the piece
- ◆ drop it on the desired square with the A Button
- ◆ press the B Button while holding the piece to return it to its initial position



# ACTIONS



**Note:** The actions are available only during the game.

Force Move for the player forces the player's opponent to move player may take one or more moves back (L Button)

Replay replays the moves taken back one by one (R Button)

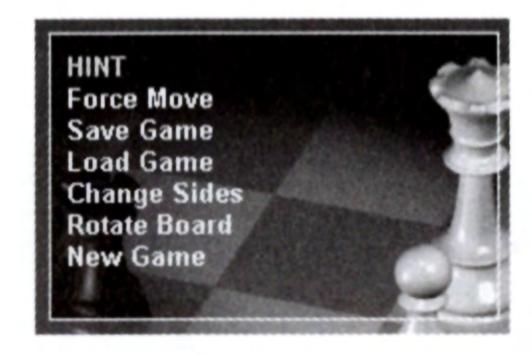
Change Sides of the screen

Rotate Board the player can rotate the board, keeping his color

New Game

Save a Game the player may save the game at any moment during the game Load a Game the player may load a previously saved game quits the current game and returns to the main menu page

According to the current "Who Plays" setting, some of the actions will not be available.

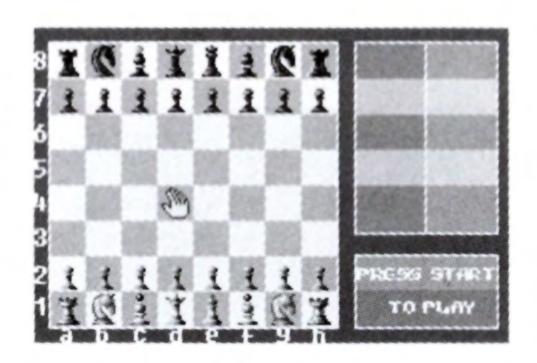


- ◆ If the game is set as "Player vs. A.I." all the actions are available
- ◆ If the game is set as "A.I. vs. A.I." the "Hint" action will not be available
- ◆ If the game is set as "Player vs. Player" the "Hint", "Force Move" and "Change Sides" actions will not be available.



# HANDICAP GAME





The pieces are set on the board in the standard position. The player may remove any of the pieces to create an advantage for one of the sides (white or black).

- ◆ move the hand cursor over a piece and press the A Button to remove it
- move the hand cursor over a piece and press the A Button to place it back
- ◆ press START to validate the current situation on the board and start a game

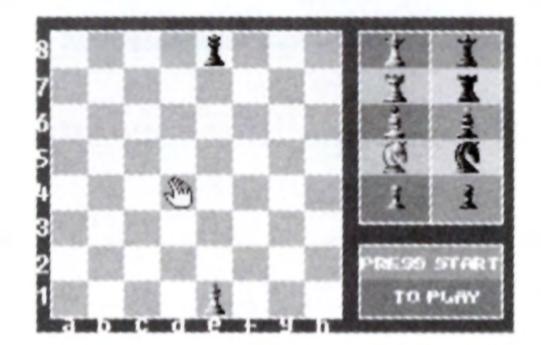


# SETUP BOARD GAME



This game mode allows the recreation of various chess problems or situations. Initially only the kings are on the board. A right-side panel displays all the white and black piece categories (queens, rooks, bishops, knights, and pawns).

- ◆ move the hand cursor over the desired piece type and pick it up with the A Button
- while holding the piece, move the hand cursor and drop the piece where desired with the A Button
- ◆ press the B Button while holding a piece to return the piece to the piece pool
- press START to validate the current situation on the board and start the game



**Note:** In order to have a playable result, the position must make sense with respect to the rules of chess. For example, if only kings are left on the board, pressing START will result in a draw.



# SETTING THE GAME



The available settings are:

### **OPPONENTS**



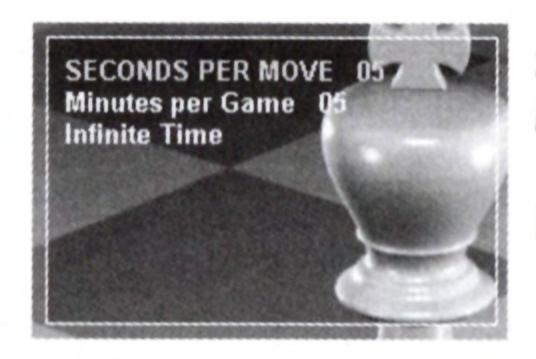
There are 18 different A.I. opponent personalities, playing in different styles.

By default the opponent will be set as Chessmaster.

All the chess sets have a "Board Champion." If the player chooses to play against the "Board Champion", the player chooses to play against a surprise board champion according to the set currently selected.

The opponent may be set before starting a game or changed at any time during a game.

# **RESPONSE TIME**



Seconds per move Minutes per game

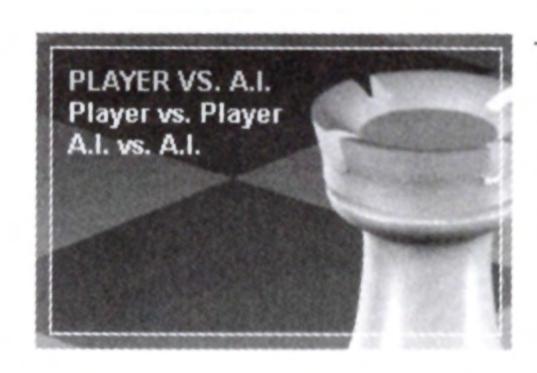
Infinite time

time per move for the A.I. personality the player that fails to move in the given time loses the game

no time restriction for any of the players

Adjust response time settings by using Left/Right arrows on Control Pad.

### WHO PLAYS



The available options are:

Player vs. A.I.

Player vs. Player

A.I. vs. A.I.

the default setting

2 players may play the game on the same

console

one personality against another personality

# **TEACHING MODE**

To activate/deactivate either option, use the Control Pad Left/Right arrows to choose "ON/OFF" for the currently selected option and press the A Button to validate.



Legal Moves

Threatened Pieces

displays the legal moves of the piece the player has currently picked up with a small black square frame

visualizes the player's threatened pieces with a small red square frame when the player

picks up a piece

# **CHESS SET LOOK**

10 different looking chess sets are available. A chess set includes the chess pieces and the chessboard. (see also opponents)



# **SAVE SETTINGS**

The "Save Settings" Button allows the player to save his settings. Once saved, they will be automatically loaded every time the player restarts the console.

Unless the player specifically saves them, no setting modification will be loaded when restarting the console.

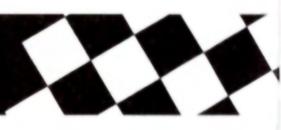
Only the last saved settings will be loaded.

The following settings will be saved:

- the last selected opponent
- ◆ the "Who Plays" selected option
- ◆ the "Time Response" option selected
- ◆ the "Teaching Mode" options activated, if any
- the current chess set
- the current side selected (white/black pieces)
- the current side selected (upper/lower side)



# CHESS TUTOR



Most of the topics in the tutor will be composed of a succession of text pages and board situations, illustrating the text. To advance through text pages and board situations, the player presses the A Button.

For long messages, scroll the page up and down with the Control Pad (up/down arrows).

Pressing the B Button will send the player back to the chapter page with the topics.

Basic Rules the topics of this chapter constitute a detailed overview of the basic

rules of chess

Pieces Rules every piece rule in chess is described in detail

Special Moves the 3 special moves in chess

Notation five of the most used notations are explained in this chapter

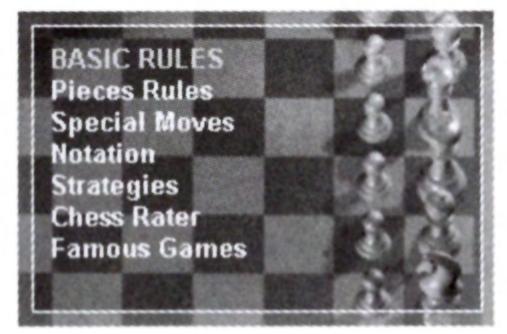
Strategies a ten topics chapter that goes from king and rook endings to sacrifices

and combinations

Rating this is a tool that helps the player to evaluate his playing power

Famous Games 151 famous games are available to replay

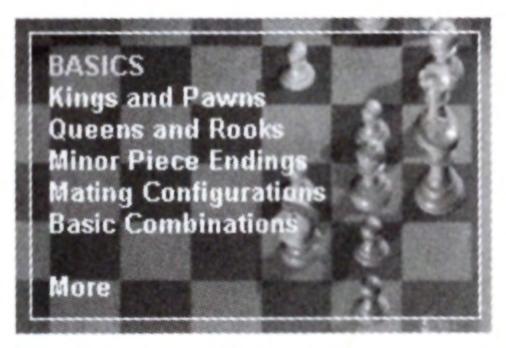
# Example of navigating the tutor:



- ◆ select "Introduction" topic from the "Basic Rules" chapter and press the A Button
- ◆ after reading the text on the first page, press the A Button to advance
- ◆ pressing the B Button will exit the topic and return to the chapter page

# STRATEGIES CHAPTER

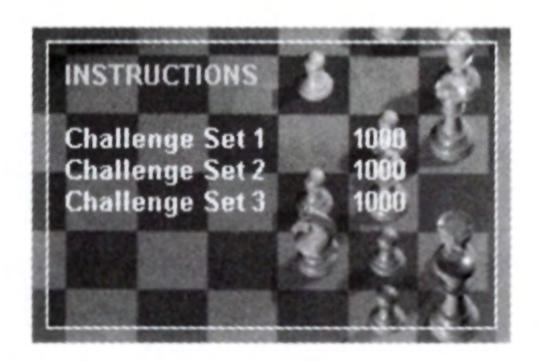
Most of the strategy topics will present the player with a number of chess problems. The player may try to find solutions by moving a piece. If the player fails on the first try, he may try again or he may decline. If the player fails a second time, the tutor will offer the correct solution. If the player declines another try, the tutor will offer the correct solution.



- ◆ after succeeding, the player presses A Button to see the moves that follow (if any)
- ◆ after failing, the tutor asks the player if he wants to try again
- player presses the A Button to try again
- ◆ player presses the B Button (once) to see the correct solution

- ◆ player presses the A Button to see all the following moves and/or to advace through the topic
- ◆ pressing the B Button at any other time except the above situation will exit the topic and return to the "Strategies" menu

### **RATINGS CHAPTER**



This chapter contains 3 sets of 10 chess problems. After successfully completing any one of the sets, the player will be awarded a rating.

The navigation through the "Ratings" chapter is similar to the one in the "Strategies" chapter.

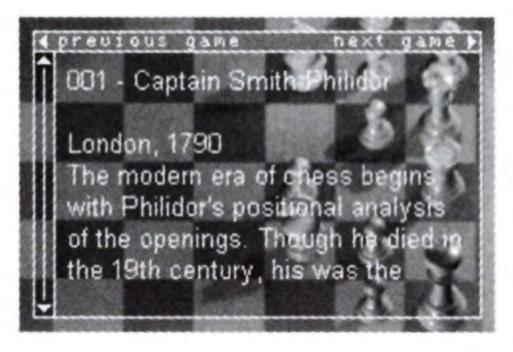
To earn points, the player must successfully answer the problem in 3 tries. After succeeding with one problem, the player moves to the next problem.

If the player happens to fail a third time, the tutor will offer the correct solution, but the

player will not earn any points. After that the player will advance to the next problem of the set.

### **FAMOUS GAMES CHAPTER**

A short introduction will present the context and opponents for famous games from the history of chess.



- ◆ to load a famous game press the A Button
- ◆ to return to the Chess Tutor menu, press the B Button
- ◆ to go to the next famous game, press the Right arrow on the Control Pad
- ◆ to go to a previous famous game, press the Left arrow on the Control Pad
- ◆ to jump forward over the next 10 famous games, press the R Button
- ◆ to jump backward over the previous 10 famous games, press the L Button

# To view a famous game:

- ◆ press the R Button to replay the game, one move at a time
- ◆ press the L Button to take back replayed moves, one move at a time



# MULTIPLAYER



Warning: Do not remove the Game Boy Advance Game Link® Cable inserted in the consoles once you attempt to start a Link Multiplayer session, or you will not be able to successfully create a Link Multiplayer game.

The Standard Game or the Handicap Game modes are available in Link Multiplayer mode. In Handicap Game mode, only the host player may remove pieces from the board before the game starts.

CHESSMASTER Game Boy Advance system supports Single Game Pak Mode and Two Game Paks Mode.

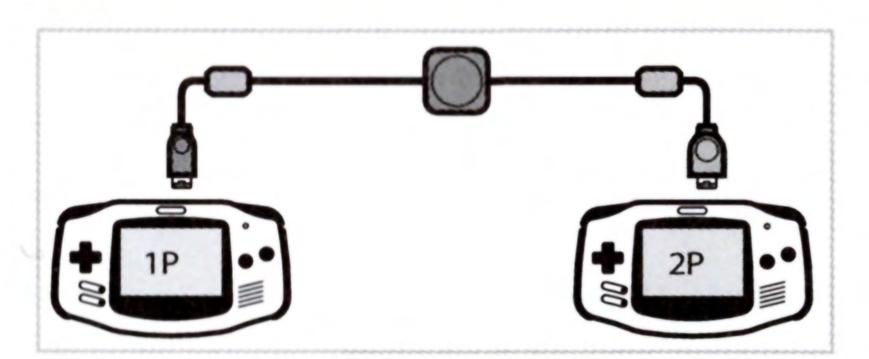
# CONNECTING THE GAME BOY ADVANCE GAME LINK CABLE

### You need:

- 1 ◆ 2 Game Boy Advance systems
- 2 ◆ 1 (or 2) CHESSMASTER Game Pak(s)
- 3 ◆ 1 Game Boy Advance, Game Link® Cable

- **1** ◆ Make sure the power of both *Game Boy Advance* systems is OFF. Insert a CHESSMASTER Game Pak into each one of the *Game Boy Advance* systems.
- 2 ◆ Connect the Game Boy Advance Game Link Cable to the external extension connector on both Game Boy Advance systems.
- 3 ◆ Turn on the systems





With 2 Game Boy Advance systems connected by a Game Boy Advance Game Link Cable, 2 players can play simultaneously. Choose LINK PLAY in the Mode Select screen and select YES simultaneously on both Game Boy Advance systems. The game starts after both players select their characters. Players have unlimited Continues in Link Play.

# The Game Boy Advance Game Link Cable may not function if:

- ◆ It is not for the Game Boy Advance system.
- ◆ It is not connected correctly or has become disconnected.
- ◆ It is connected to the Communication Cable.
- ◆ More than 2 Game Boy Advance systems are connected.

### LINK WITH ONE GAME PAK

# Options available:

# The host player

Before the game

- may choose the chess set
- ◆ may decide the time limit for the game or choose infinite time

During the game

- ◆ may save the game by pressing START to access the "Action" menu
- ◆ may start a new game by pressing START to access the "Action" menu
- ◆ may rotate the chessboard using the Left/Right Buttons

# The client player

Before the game

no options available.

During the game

◆ may rotate the chessboard using the Left/Right Buttons

# LINK WITH TWO GAME PAKS

# Options available:

# The host player

Before the game

- may choose the chess set
- may decide the time limit for the game or choose infinite time

During the game

- ◆ may save the game by pressing START to access the "Action" menu
- ◆ may start a new game by pressing START to access the "Action" menu
- ◆ may rotate the chessboard using the Left/Right Buttons

# The client player

Before the game

may chose the chess set

During the game

- may save the game
- ◆ may rotate the chessboard using the Left/Right Buttons



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# NOTES



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# U.S. TECHNICAL SUPPORT



### Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com.

# Contact us by phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line.

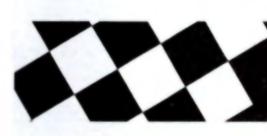
Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time).

# Contact us by standard mail

If all else fails, you can write to us at: Ubi Soft Technical Support 2000 Aerial Center Suite 110 Morrisville, NC 27560

# **Return policy**

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged Game Pak or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.



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Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements
Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

Within the 90-day warranty period:
Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-day warranty period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubisoft.com for an updated price list

Warranty Address and Contact Information

Email: replacements@ubisoft.com

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

Address:

Ubi Soft Replacements 2000 Aerial Center Pkwy, Ste 110 Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.





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